# File access-control per container with Landlock

Mickaël Salaün

ANSSI

February 4, 2018

### Secure user-space software

### How to harden an application?

- secure development
- ► follow the least privilege principle
- compartmentalize exposed processes

### Secure user-space software

### How to harden an application?

- secure development
- ▶ follow the least privilege principle
- compartmentalize exposed processes

#### Container constraints

- each container image can be unique
- and independent from the host
- hence may need dedicated access-control rules
- ⇒ embedded security policy

# What can provide the needed features?

	Fine-grained control	Embedded policy	Unprivileged use
SELinux	✓		

# What can provide the needed features?

	Fine-grained control	Embedded policy	Unprivileged use
SELinux	$\checkmark$		
seccomp-bpf		✓	✓
namespaces		✓	~

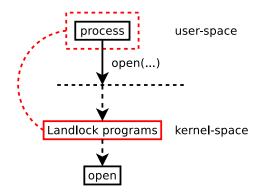
### What can provide the needed features?

	Fine-grained control	Embedded policy	Unprivileged use
SELinux	✓		
seccomp-bpf		✓	✓
namespaces		✓	~
Landlock	√	✓	$\checkmark^1$

Tailored access control to match your needs: programmatic access control

<sup>&</sup>lt;sup>1</sup>Disable on purpose for the initial upstream inclusion, but planned to be enabled after a test period.

### Landlock overview



# Landlock: patch v8

- a minimum viable product
- focused on filesystem access control
- using eBPF

### extended Berkeley Packet Filter

#### In-kernel virtual machine

- safely execute code in the kernel at run time
- widely used in the kernel: network filtering, seccomp-bpf, tracing...
- can call dedicated functions
- can exchange data through maps between eBPF programs and user-space

### extended Berkeley Packet Filter

#### In-kernel virtual machine

- safely execute code in the kernel at run time
- widely used in the kernel: network filtering, seccomp-bpf, tracing...
- can call dedicated functions
- can exchange data through maps between eBPF programs and user-space

### Static program verification at load time

- memory access checks
- register typing and tainting
- pointer leak restrictions
- execution flow restrictions

# The Linux Security Modules framework (LSM)

#### LSM framework

- allow or deny user-space actions on kernel objects
- policy decision and enforcement points
- kernel API: support various security models
- 200+ hooks: inode\_permission, inode\_unlink, file\_ioctl...

# The Linux Security Modules framework (LSM)

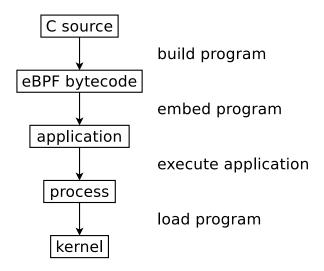
#### LSM framework

- allow or deny user-space actions on kernel objects
- policy decision and enforcement points
- kernel API: support various security models
- 200+ hooks: inode\_permission, inode\_unlink, file\_ioctl...

#### Landlock

- ▶ hook: set of actions on a specific kernel object (e.g. walk a file path)
- program: access-control checks stacked on a hook
- triggers: actions mask for which a program is run (e.g. read, write, execute, remove, IOCTL...)

### Life cycle of a Landlock program



### Landlock rule example

#### Goal

- whitelist of file hierarchies for read-only or write access
- enforced on each file system access request for a set of processes

#### Source code

https://landlock.io ⇒ FOSDEM 2018

# eBPF inode map

#### Goal

restrict access to a subset of the filesystem

# eBPF inode map

#### Goal

restrict access to a subset of the filesystem

### Challenges

- efficient
- ▶ updatable from user-space
- unprivileged use (i.e. no xattr)

### eBPF inode map

#### Goal

restrict access to a subset of the filesystem

### Challenges

- efficient
- updatable from user-space
- unprivileged use (i.e. no xattr)

#### Solution

- new eBPF map type to identify an inode object (device + inode number)
- ▶ use inode as key and associate it with a 64-bits arbitrary value

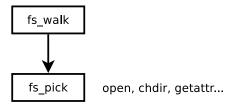
# Chained programs and session

Landlock programs and their triggers (example)

fs\_wa**l**k

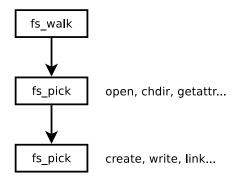
### Chained programs and session

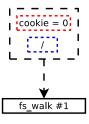
Landlock programs and their triggers (example)



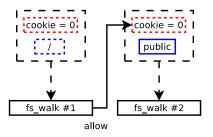
# Chained programs and session

### Landlock programs and their triggers (example)

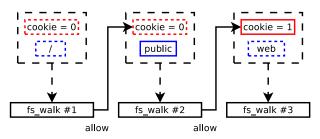




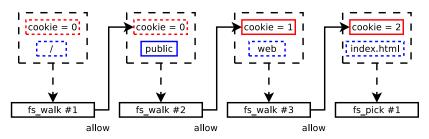
key	value
/etc	1 (ro)
/public	1 (ro)
/tmp	2 (rw)



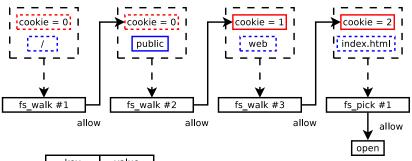
key	value
/etc	1 (ro)
/public	1 (ro)
/tmp	2 (rw)



key	value
/etc	1 (ro)
/public	1 (ro)
/tmp	2 (rw)



key	value
/etc	1 (ro)
/public	1 (ro)
/tmp	2 (rw)



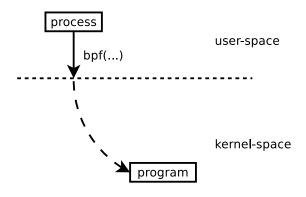
key	value
/etc	1 (ro)
/public	1 (ro)
/tmp	2 (rw)

```
static union bpf prog subtype metadata = {
            .landlock hook = {
3
                    .type = LANDLOCK HOOK FS PICK,
4
                    .options = LANDLOCK OPTION PREVIOUS,
5
                    .previous = 2, /* landlock2 */
6
                    .triggers = LANDLOCK TRIGGER FS PICK APPEND
                                 LANDLOCK TRIGGER FS PICK CREATE
8
                                 // [...]
                                 LANDLOCK TRIGGER FS PICK WRITE,
10
11
```

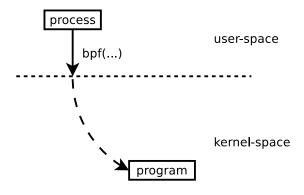
```
static union bpf prog subtype metadata = {
            .landlock hook = {
3
                    .type = LANDLOCK HOOK FS PICK,
4
                    .options = LANDLOCK OPTION PREVIOUS,
5
                    .previous = 2, /* landlock2 */
6
                    .triggers = LANDLOCK TRIGGER FS PICK APPEND
                                 LANDLOCK TRIGGER FS PICK CREATE
8
                                 // [...]
                                 LANDLOCK TRIGGER FS PICK WRITE,
10
11
```

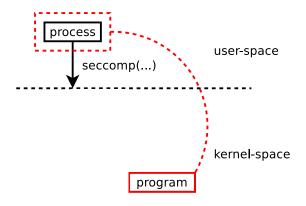
```
static union bpf prog subtype metadata = {
            .landlock hook = {
3
                    .type = LANDLOCK HOOK FS PICK,
4
                    .options = LANDLOCK OPTION PREVIOUS,
5
                    .previous = 2, /* landlock2 */
6
                    .triggers = LANDLOCK TRIGGER FS PICK APPEND
                                 LANDLOCK TRIGGER FS PICK CREATE
8
                                 // [...]
                                 LANDLOCK TRIGGER FS PICK WRITE,
10
11
```

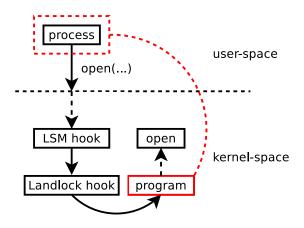
## Landlock program code



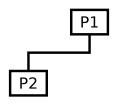
```
1 | seccomp(SECCOMP_PREPEND_LANDLOCK_PROG, 0, &prog_fd);
```

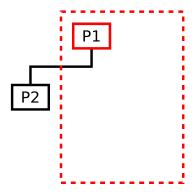


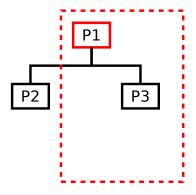


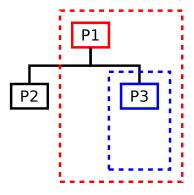


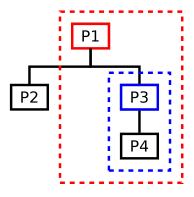
P1











#### Demonstration

#### Read-only accesses...

- ► /public
- ▶ /etc
- ▶ /usr

#### ...and read-write accesses

- /proc/self/fd/1
- /tmp

## Landlock: wrap-up

## User-space hardening

- programmatic and embeddable access control
- dynamic security policy
- designed for unprivileged use

## Landlock: wrap-up

#### User-space hardening

- programmatic and embeddable access control
- dynamic security policy
- designed for unprivileged use

#### Current status

- autonomous patches merged in net/bpf, security and kselftest trees
- ► security/landlock/\*: ~1600 SLOC
- ongoing patch series: LKML, @l0kod
- stay tuned for the final v8 in the following weeks

# https://landlock.io

## Unprivileged access control

### Why?

embed a security policy in any application, following the least privilege principle

## Unprivileged access control

#### Why?

embed a security policy in any application, following the least privilege principle

#### Challenges

- applying a security policy requires privileges
- unlike SUID, Landlock should only reduce accesses
- prevent accesses through other processes: ptrace restrictions
- protect the kernel: eBPF static analysis
- prevent information leak: an eBPF program shall not have more access rights than the process which loaded it

# Enforcement through cgroups

Why?

user/admin security policy (e.g. container): manage groups of processes

## Enforcement through cgroups

#### Why?

user/admin security policy (e.g. container): manage groups of processes

#### Challenges

- complementary to the process hierarchy rules (via seccomp(2))
- processes moving in or out of a cgroup
- unprivileged use with cgroups delegation (e.g. user session)

# Future Landlock program types

#### fs\_get

tag inodes: needed for relative path checks (e.g. openat(2))

# Future Landlock program types

#### fs\_get

tag inodes: needed for relative path checks (e.g. openat(2))

#### fs\_ioctl

check IOCTL commands

# Future Landlock program types

```
fs_get
tag inodes: needed for relative path checks (e.g. openat(2))
fs_ioctl
check IOCTL commands
net_*
check IPs, ports, protocol...
```